RETURN TO THE VALLEY OF THE DEAD KING

Rule Book

mariucci J designs

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Expansion Disclaimer

The Valley of the Dead King Core box is required to play with much of the content that appears in this Expansion.

You'll find references to the VotDK Core Rule Book throughout this booklet.

These are the only items in this expansion that can be used in any other HEXplore It game:

- 3 HEXclusive Roles
- 6 HEXclusive Races
- 1 Rare Race
- 12 Traits

Dry Erasable Content

Several dry erase markers are included in the Core game. Please note that the following game components are laminated and can easily be erased: Role cards, Boss Cards, Traits, and the Dead King's Villain card.

Heroes

You'll find all new Roles and Races in this Expansion that can be used in any HEXplore It game. They are more powerful than their basic counterparts. Each Role has two types instead of one. For instance, the Beast Lord is both a Striker and a Utility.

For more information on Roles and Races, see page 7 of the Core Rule book.

HEXclusive Roles and Races are best played in smaller groups, or during solo play. If you play with a HEXclusive Role and a basic Role, the basic might feel under powered in comparison.

Traits

Traits give heroes a distinguishing quality. Players may select a Trait or draw one at random for each hero at the beginning of the game. There are many possible ways to choose Traits. Consider making your own rules for selecting them to create a well-matched, or interestingly unbalanced, group, etc.

Each Trait typically gives a passive bonus that can affect your hero or your allies. Traits are stats and start with 0 ranks. To increase a Trait's rank, you must gain Trait Points (TP) which are rewarded by completing the Trait point requirement on the card. When the Trait has accrued enough TP, fill in one space in its hex ring and increase its rank by 1. Each Trait can be increased this way 6 times.

TP Requirement: This is the requirement your hero must meet in order to gain 1 TP. Each time you successfully fulfill the requirement, fill in one mark on the TP Meter. If you gain a rank increase from another source, do not fill in a slot on the TP Requirement meter. Many of these have a "per turn" limit, which means you can only gain up to the specified number each Game Turn.

TP Meter: This is the meter you'll use to record your progress in reaching a rank upgrade. In this example, you must meet the TP requirement three times in order to gain 1 rank upgrade.

Tough
1
2
3
+1 Second Mastery
-1 Attack
Successfully reduce all damage you would receive in a round using a Defend action. Limit 2 TP per combat.
You gain Block against Health damage equal to your Tough rank each round of combat. At rank 6, the Block now also reduces Energy damage and you may choose which type to reduce first.

Some Traits will pair better with certain Roles over others. You can always randomize your Trait choice, or wait until you have your Role and Race selected before choosing your Trait.

Trait Ability: This is the unique special ability your hero gains once you increase the rank to 1. Each Trait gains an additional bonus for reaching rank 6!

Trait Rank: This is the rank of your Trait. Traits can be increased up to a total of six times by meeting the TP Requirement, though you may increase the rank through other sources.

Trait Stat Modifier: Your hero will gain two stat modifiers at the beginning of the game when using Traits.

In this example, the hero would gain +1 Navigate rank and -1 Explore rank. These modifiers can reduce a Rank to 0. If this occurs, you cannot use the Ability or Skill until the rank increases.

Rank 3 & 6 Upgrade: When your hero gains the 3rd and 6th Trait rank, you immediately gain +1 rank to the statistic shown in the slot. In this example, you would gain +1 Defend at rank 3, and +1 First Mastery at rank 6. These rank bonuses may only be gained once.

Check the Traits the rest of your party has and it may help you create interesting synergies.

Trait Rank
Rank 3 Upgrade
Rank 6 Upgrade
TP Meter
TP Requirement
Leader
1 2 3
+1 Navigate
-1 Explore
Use an item on an ally or Boost an action they make. Limit 2 TP per turn.
Each round of combat, Boost one ally's action rank equal to your Leader rank. This bonus does not reward TP for this Trait. At rank 6, one additional ally may be chosen to receive this bonus.
Trait Ability
Trait Stat Modifier

Legendary Cards

- Legendary cards are new additions to the game that provide special Allies and Items. Each Legendary card is obtainable in a slightly different way:

Gray Wolf Pup (Ally): Defeat the Gray Wolf Pack (Level 4 Boss).
Fulgurite Crystal (Item): Defeat the Storm Elemental (Level 5 Boss).
Greenfire Totem (Item): Defeat Ethyr (Level 6 Boss).
Bearclaw Gauntlets (Item): Defeat Alabast (Level 7 Boss).
Baron Lasswell (Ally): Complete the Quest titled "The Baron".
Kembeorn Thunderfist (Ally): Complete the Quest titled "Kembeorn".
Thurdin's / Durdin's Army (Ally): Complete the Circumstance Escort titled "Dwarven Emissary".
The Life Shard (Item): The first time a hero rolls all 3 hexes on their Skills during the Skill phase.

Ally Cards:

Ally cards are special non-player characters that join the group and offer bonuses while they adventure with them. Allies have both Health and Energy stats, 3 combat options available to them (like Encounters), and additional Abilities usable by any hero in the group. Like Escorts, they can become a target in the group and can die. Allies cannot be brought back to life unless otherwise stated. The Action Key, Vitals and action descriptions are similar to those on Encounter Cards.

Item Cards:

These item cards are special and have their own Abilities. Each of these items must always be possessed by one hero. There are no limits to the number of item cards a single hero may carry. Item cards may be traded to other members of the group as if they were items in their backpack.

Ally Vitals: Ally cards only. These are the Ally's Health and Energy ranks.

Action Key: Ally cards only. Roll the action die and use the Action key to determine what your Ally does each combat round. If you roll an Energy Ability and your Ally is out of Energy, they will use their Attack action (at full power) instead. See page 45 of the Core Rule book for more information.

Action Descriptions: Ally cards only. These are the three combat options available to your Ally.

Special Abilities: Found on both Ally cards and Item cards. The Ally (or Hero in the case of items) uses these abilities.

Wielder Bonus: Item cards only. The Wielder bonus is a special rank increase that only the wielder gains. The wielder bonus is transferred if the item is passed to another hero.

Ally Level
Action Key
Ally Vitals
Action Descriptions
LEGENDARY
GRAY WOLF PUP
2
12
10
1-3
3
Single Target Health.
4-5
4
Group Energy.
"Its howl is so adorable!"
4
Single Target Health.
Heal 1 Energy.
Danger Sense: While the Gray Wolf Pup is in the group, anytime you would face an Encounter during the Circumstance phase, you may choose to discard it as if you Moved Cautiously this turn.
Additionally, if the Gray Wolf Pup would die, it instead flees. Turn this card face down, the group no longer gains its benefit. To regain it, the group must spend 1 Game Turn Camping. The pup returns during that Skill phase with full Vitals.
Pack Animal: If the Beastmaster or Beast Lord are in play, they may treat the Gray Wolf Pup as a pack member, but it begins combat Summoned.
LEGENDARY
FULGURITE CRYSTAL
"What a strange formation."
Wind at our Backs: Whenever the wielder succeeds a Navigate roll during the Skill phase, it is considered as 2 successes for the purposes of Wandering.
Perfect Day: Once per Game Turn, the wielder of the Crystal may spend 3 Energy during the Movement phase to create pleasant travel weather. Increase the Movement speed of the group by 1 and each hero gains a -1 bonus to Navigate rolls made this Game Turn.
Summon Storm: Once per combat, this item may be activated by spending 3 Health while Defending. For the remainder of combat, your foes get pummeled with hail and lightning. Roll the six-sided die each round during the Resolution phase. Each opponent suffers Health and Energy damage equal to the result.
Wielder Bonus
+2
Special Abilities
Wielder Bonus

New Cards

There are several new cards included in this Expansion. Simply add these extra cards to their appropriate Valley of the Dead King Core Box decks. For more information on Circumstances, see page 30 of the Core Rule book. For more information on Quests, see page 60 of the Core Rule book. For more information on Power Ups, see page 64 of the Core Rule book.

Quest Arcs

Quest Arcs are a new type of Quest included in this Expansion. These Quests require you to complete more than one Quest. If you complete the entire Arc you'll gain extra Gold and 1 Power Up for each Quest (including one for the Arc itself).

When you draw a Quest Arc, draw the extra number of Quests indicated on the card, and place them face down on top of the Arc. Then, flip over the top Arc. After you complete the first card in the Arc, you'll flip over the next card under it. Only when you have completed all Quests in the Arc, the Arc and all Quests attached may be turned in normally.

Goods & Services

New Black Market Items

Bezzelquark is a busy gnome, and has been hard at work building all manner of interesting new objects. The following pages contain items that can be obtained there.

Item	Barter	Description	Use
Halfling Chicken Chili Chowder	1	While the complete recipe for this delicious soup may be questionable, Bezzelquark insists that halfling is not included. No, he says, the recipe comes from a halfling whose name he plumb forgot. Consume this item during the Skill phase with at least 1 unit of Food. For the rest of the Game Turn, your attacks deal 2 extra damage.	Once
Deadsense Tonic*	2	This bitter tonic gives the imbiber the ability to sense the location of Undead creatures. Its effects last until the end of the Game Turn in which it was used. While under its effects, up to 5 damage you deal from each attack to Undead opponents becomes **Piercing**. Additionally, if an Undead Encounter appears on the Circumstance bar, you may choose to play the card as your Circumstance for the turn.	Once
Bezzelquark's Trackifier	5	This small and intricate compass seems to spin erratically. Fortunately for you, the device seems to work just fine. Choose the direction of Bezzelquark's Roam direction each turn. Roll for distance normally. Only one available per game.	Permanent
Gold Dragon Scale	15	This item bestows great fortune upon its user. Use during the Movement phase at the cost of 3 Energy. The user gains a -3 bonus to all Skill rolls made this Game Turn and may choose up to 5 open Circumstances and simultaneously discard them. They may also reroll any one die roll during each phase of the turn. This item may only be used once per turn. May be purchased once per hero, and only 1 available per visit.	Permanent

Item	Barter	Description	Use
Spelunking Supplies	4 per hero	The heroes may now safely travel underground navigating the extensive cave system under the valley. See page 16 for more information on Spelunking Undervalley.	Permanent
Mechanical Campsite	5 per hero	Bezzelquark has been hard at work on a contraption that just might help travelers out while in the wilderness. He's only a little unsure of its capabilities, but insists he'd like you to be the first to test it. Use this item when you Camp and roll a ten-sided die. If you roll an odd number, each group member **Heals** 3 Energy. If you roll an even number that isn't 10, you may alter the Circumstance result by 1, if you have one this turn. If you roll a 10, the item breaks and becomes useless. Only one available per game.	Permanent
Gnomish Pocket Shrine	10 per hero	Originally meant to be the wedding location for Bezzelquark's only daughter, she has since been married elsewhere, rendering Bezzelquark's creation worthless to him. This item has its own token. The heroes may purchase this item and place on any space they end Movement on the game board. Once it is placed, it is treated as a Shrine with the following exceptions: • The heroes may not purchase a Talisman here. • The heroes may turn in Quests at this location as if it were a City. • The heroes may Camp in this location to regain any Blessing they once had. • The Gnomish Pocket Shrine may not be targeted by the Dead King until all other targets have been destroyed. The heroes may still be targeted if they reside in the Pocket Shrine. Only one available per game.	Once
Epic Mounts	10 per hero	Bezzelquark believes that gnomes can do anything dwarves can, but better. In addition to the Gold cost, you must also have Reliable Mounts. This specialty apparatus increases your mount's agility and stamina. Increase the group's movement speed by 1 hex per turn (includes Moving Cautiously). Only one available per game.	Permanent

* This item may be used in Combat while using the Defend action.

New Shrine Items

With the Dead King's reappearance in the Valley, the monks who operate the Shrines have been hard at work, wishing to help would-be heroes in their quest to unseat him. The following items are now available at Shrines:

Item	Gold	Description	Use
Threaded Amulet	6	This clouded tourmaline pendant begins to glow when your opponent loses Energy. Opponents with less than half of their Energy remaining deal 1 less damage (to a minimum of 1). Opponents with 0 Energy instead deal 2 less damage (to a minimum of 1). Only one available per game.	Permanent
Pattern Wand*	8	This silver wand is an intricate lattice of braided bands. It may be charged outside of combat by sacrificing 0 Energy. The wielder may use the charge to roll the ten-sided die and **Heal** Energy equal to the result. This die may HEXplode. The wand may only hold 1 charge at any time and each time it is used the Energy cost to charge it increases by 1.	Permanent
Siphoning Rod	10	This item may only be wielded by Sappers. You may activate the Siphoning Rod during the Declaration phase of any combat round at the cost of 1 Energy to enhance your attack. All Energy damage you deal gains the **Piercing** quality.	Permanent
Holy Wards	3 per hero	This series of wards can be strategically placed around a City the Dead King has yet to target, rendering it invisible to him. Anytime the Dead King targets a City, he may not choose the warded City until it is the last City left on the board. Only one available per game.	Permanent

* This item may be used in Combat while using the Defend action.

Enhanced Blessings

Enhanced Blessings are more powerful versions of the Blessings your heroes may gain at Shrines. Gaining an Enhanced Blessing replaces the original Blessing. To gain one, the heroes must do the following:

1. Gain a Blessing.
2. Turn in at least 2 Quests to the same Shrine that shares your Blessing.
3. Camp at the same Shrine to replace the original Blessing with the Enhanced Blessing.

Enhanced Holy Endurance:

This Blessing instantly **Revives** a hero the first time they drop to 0 or less Health. Heroes **Revived** in this way gain a rank increase of +3 to a stat of their choice. This Blessing **Revives** each hero only once.

Enhanced Haste

This Blessing increases the group's Movement speed by 2 hexes per turn (includes Moving Cautiously). This Blessing stacks with similar effects.

Enhanced Good Fortune:

This Blessing allows each hero to sacrifice 2 Energy up to twice per Game Turn to reroll a single die that was just rolled. You may choose which of the two results you'd like to take.

Enhanced Sun

This Blessing Heals 3 lost Health & Energy before the Movement phase of each Game Turn. This Blessing stacks with similar effects.

Spelunking Undervalley

A vast network of caves exists underground, which Bezzelquark refers to as "Undervalley". If the heroes purchase **Spelunking Supplies** from him (see page 13), they can enter these dark passageways!

Entering & Exiting Undervalley: The group may enter Undervalley during the Movement phase when they are on any hex that contains a Cave or a Dwarven Fortress. The City of Fain'hil, the Megapede & Gray Slime Boss locations (on quadrant C), and the Wailing Caverns (on quadrant D) also act as an entry/exit.

When you move to an entrance, you may choose to enter Undervalley, then choose any other revealed hex on the map that contains a Cave or Dwarven Fortress as your exit. You may only return to the surface through the exit you've selected, or through the entrance from where you've entered. You may not change your exit once you've decided.

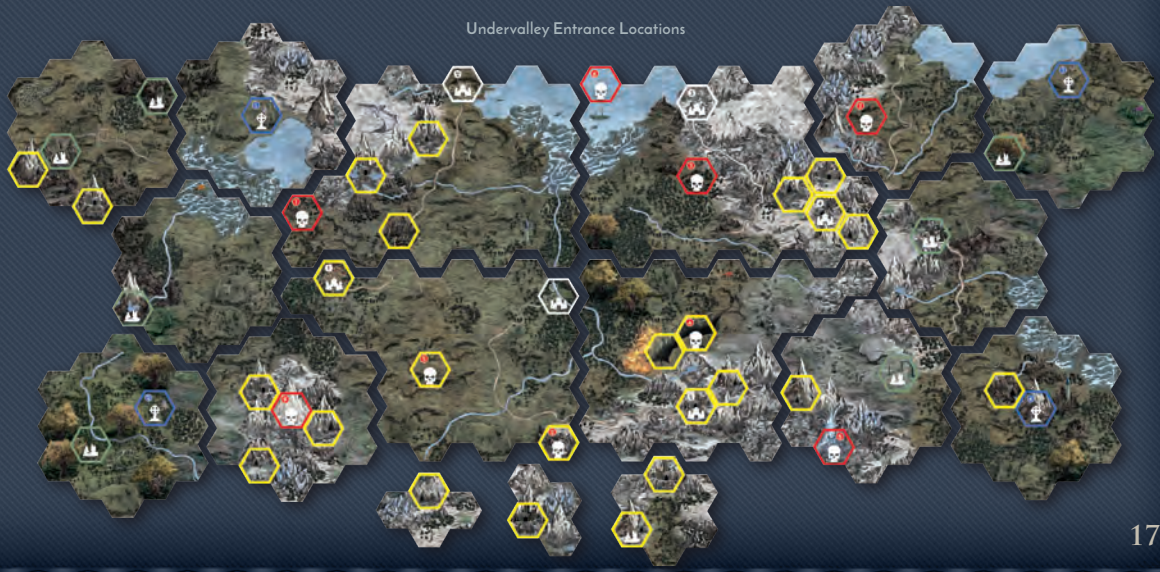
Moving through Undervalley: Your Movement speed is unchanged while in Undervalley. During the Movement phase you may only move from your current position toward the chosen exit or back toward the original entrance, you may not deviate from this path.

While in Undervalley:

- You may not move into open Water tiles, if your path takes you through one, you must go around.
- **Navigate:** When Wandering, the group may only Wander closer to their exit (on an odd result) or further from their exit (on an even result).
- **Explore:** When heroes successfully find Gold during the Skill phase, they find 4 Gold instead of 2.
- **Survival:** Each hero must consume Food equal to their Food Rating during each Skill phase or risk gaining a level of Starvation, even if they achieve a successful Survival roll. Be sure to pack enough Food for your journey!
- Cities, Shrines, and Quests do not exist in Undervalley, with the exception of Fain'hil (City 1), Stormwrath Moot-home (City 4) and Hagh-Grindish (City 5). There is no Event phase on these other locations.

- Undervalley is teeming with monsters. Opponents with the Monstrous Humanoid and Undead types are **Dangerous** in Undervalley.
- **On Moderate or greater Difficulty:** When you face a Monstrous Humanoid or Undead Encounter, you must face 2 of the opponents in battle instead of 1.
- Only Monstrous Humanoid, Magical Nature, and Undead type Bosses exist in Undervalley, with the exception of the Megapede. Bosses of other types cannot be found.
- The final battle with the Dead King only occurs in Undervalley if all 6 Cities have Fallen and he has moved to the group's position on the map. The Dead King then **Teleports** into Undervalley to initiate combat with them.

Undervalley Entrance Locations



Bosses

New Bosses

There are four new Bosses in the Valley of the Dead King Expansion. Each Boss has its own unique trigger and/or spawn condition. For more information on Bosses, see page 47 of the Core Rule book.

The Gray Wolf Pack (level 4)

Wolves are prominent in the Valley, but the Gray Wolf Pack is possibly the largest and most dangerous group.

Trigger: The battle with the Gray Wolf Pack may trigger after the group Wanders. After the group Wanders, before the Event phase occurs, roll the six-sided die. If the result is a hex, the Gray Wolf Pack has surrounded the group. Each time you Wander, the chance they appear increases by 1. For instance, the second time the group Wanders, the Pack arrives on a result of 5 or a hex. The third time the group Wanders, the chance increases to 4, 5, or hex.

The Storm Elemental (level 5)

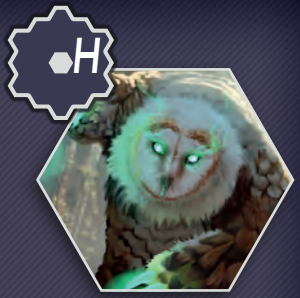
Weather is often unpredictable, but sometimes a goliath of nature advances from the clouds. The Storm Elemental is a feared and rare spirit.

Trigger: The battle with the Storm Elemental triggers at end of the Event phase of a Game Turn in which the first Nature Circumstance ends.

Health Special: The Elemental has a Passive ability on Starter difficulty and higher. For more information, check out the bottom of the Storm Elemental Boss card.

Ethyr of the Wild (level 6)

This creature once called another land its home, but has since wandered far from it. A valued prize to most hunters in the area, Ethyr keeps largely to himself. Unfortunately, his wrath was triggered by the nearby town of Naito, which now lies in Ruin at his hand. Rumored to be the offspring of Urgos and Hathowyr, Ethyr's home is now in a roost far to the East.



Trigger: The heroes may go to Ethyr's lair, which appears in the middle hex of tile H.

Alabast the Fallen (level 7)

Alabast was once the prized animal companion of Durdin Onyxhelm. Unfortunately, a dwarven force led by Durdin was ambushed by the Dead King and his Bone Legion. Despite a valiant effort to defeat the force, the dwarves were slaughtered.

Durdin and twelve of his warriors survived, but Alabast fell in the battle. It is rumored that Alabast was raised by the King, and now wanders the countryside.

Trigger: The battle with Alabast may be triggered in one of two ways:

1. Locate and complete the Quest labeled: "The Fallen One"
2. After Hagh-Grindish (City 5) becomes a Fallen City, the heroes may encounter Alabast in any Arctic hex. Roll a six-sided die during the Event phase of any turn in which the heroes are located on any Arctic hex. If you roll a hex, Alabast finds the heroes and the battle begins.

THE DEAD KING
ONE vs. ALL

Dead King: One vs. All Play style

The following rules detail the process for one player playing as the Dead King against the rest of the players playing as the heroes. It is best to play this style only after playing a normal Valley of the Dead King game.

You'll use your dry erase marker to record all of his stats on the Dead King's card. Each turn during the Dead King phase, you'll act on the villain's behalf, making the game more difficult for the heroes. This game style is not meant for everyone. For groups who love a good story and don't mind playing a slightly longer game, this style may be for you.

We have built the One vs. All style to give the players more flavor from the villain's perspective. We encourage you to consider all players as winners at the end of the game, no matter who achieves victory. The game is after all, an evolving story, with all participants taking a part in its unfolding.

The player acting as the Dead King needs to pay close attention to the following pages, but the rest of the players may also take a look to see what troubles await them in the future.

The Dead King's Villain Mat

The Villain Mat Explained

Abilities

The Dead King has three Abilities and a ten-sided die for each, matching each color. The three Abilities are a measure of his power, and can grow as the game unfolds. You will begin the game with a rank of 1 for each.

Might (red): A measure of his physical power. Might is a passive Ability which increases his power for the final combat.

Supremacy (gray): Supremacy is a measure of the Dead King's power over the land. Like a hero's Masteries, this power requires the expenditure of Energy to function.

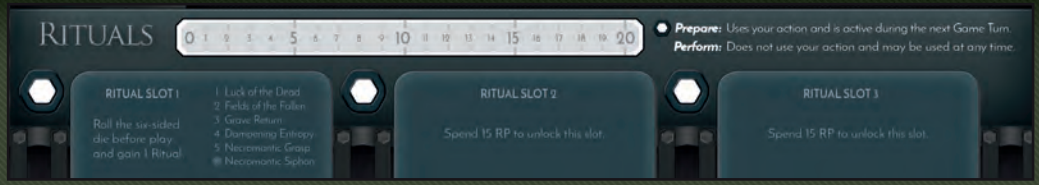
Prowess (black): Prowess is a measure of the Dead King's ability to raise the dead. Like a hero's Masteries, this power requires the expenditure of Energy to function.

Vitals*

Health (indigo): This is the Dead King's Health value. It is used during the final combat with the heroes and begins at a value of 180.

Energy (gray): This is the Dead King's Energy value. It is used during the game to activate her Supremacy and Prowess, to power several additional effects, and during the final combat and begins at a value of 120.

*The Dead King's Raised Vitals are permanently increased (and not temporary).


RITUALS
0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20
Prepare: Uses your action and is active during the next Game Turn.
Perform: Does not use your action and may be used at any time.
RITUAL SLOT 1
Roll the six-sided die before play and gain 1 Ritual.
1 Luck of the Dead
2 Fields of the Fallen
3 Grave Return
4 Dampening Entropy
5 Necromantic Grasp
6 Necromantic Siphon
RITUAL SLOT 2
Spend 15 RP to unlock this slot.
RITUAL SLOT 3
Spend 15 RP to unlock this slot.

Rituals

Ritual Bar: Ritual Points (RP) are recorded on the Ritual Bar. Draw a horizontal line as you gain and lose RP. You begin the game with 0 RP.

Ritual Slots: These are the Rituals you may use. One slot is open at the beginning of the game. Spending 15 RP can unlock another Ritual slot, up to three total.

Prepared Ritual Dots: These three dots are used to remind you you've prepared a Ritual for use next Game Turn. Either fill in the dot with your marker, or place an extra die on this spot when you've prepared a Ritual. Next turn, you'll want to remember which Rituals you've prepared.

Prepare/Perform Key: This key is useful to help remind you how the Ritual system works. For more information on Preparing/Performing Rituals, see page 42.

Ranks

Like the heroes, your Ranks are the numbers you'll record inside each stat (Abilities and Vitals) on your Villain card. Each Rank evolves as the game progresses.

Movement Speed

You may choose to record your Movement speed in the box here or on the Battle Mat. For more information on Movement, see page 36.

Afterlife Modifier

Some of the Dead King's cards contain the Afterlife keyword. There may be times when you can increase your Afterlife value. Use this box to record any modifiers you have achieved. For more information on Afterlife, see page 46.

Deck Immunity

The Dead King's Villain deck may not be looked at, rearranged, modified, or discarded by the heroes.

Die Immunity

The heroes may not effect the Dead King's die rolls outside the final combat.

Reward Table

Like the heroes, you will gain access to your own rewards. The Reward table appears on the back of your Villain card. When a game effect has you roll on your Reward table, you'll roll a ten-sided die and immediately gain the reward shown.

Reward Table Graphic

The Dead King Phase Overview

Reward Table

The Dead King Phase
1 Roll your Abilities
• You'll gain Ritual Points if you succeed.
2 Draw a Card
• You may have a maximum hand size of 10 cards.
3 Move the Dead King
• Your Movement speed is 1 hex plus 1 hex per Fallen City.
4 Minion Resolutions
• Move any of your Minions, and resolve one at a time.
5 Make an Action
• Choose one of the following three actions to perform:
1) Spend Ritual Points to play any number of your Rituals.
2) Spend Energy to use either Supremacy or Prowess (not both).
3) Make no action and gain 1 Ritual Point.
6 Discard any Cards
• Choose to discard any of your cards in order to gain rank increases.
Next Game Turn
Reward Table
1 Gain +1 Movement speed
2 Afterlife value increases by 2
3 Draw 1 Dead King card
4 +1 Might rank
5 +1 Supremacy rank
6 +1 Prowess rank
7 +5 Ritual Points
8 Discard a Circumstance in play
9 Raise 4 Health per hero
10 Raise 20 Energy
HEXPLORE IT

You'll use your dry erase marker to record all of your Villain stats on the front of the Villain mat. Unlike the heroes, you'll use both the front and the back.

Phase Overview

This helpful graphic outlines the sequence of actions you'll make each Game Turn.

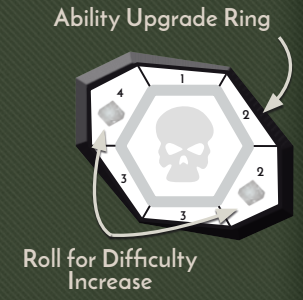
Villain Upgrade Rings

- There is a ring of numbers around the outside of each statistic on the Dead King's Villain card. These values indicate the number of cards that must be discarded from his hand in order to gain an Upgrade.
- Discarding cards takes place at the end of the Dead King's phase (see page 38).
- You must Discard all cards in the same turn in order to gain the Upgrade.
- Starting at the top most edge, each increase may become more costly, moving clockwise around the ring (counter clockwise for Health). For instance, in the example below, the first Upgrade would require 1 card discarded from his hand, then another 2 cards for the next, and so on.
- The Dead King may only gain a total of 6 Upgrades for each stat.

Ability Upgrades

When you choose to discard cards from your hand in order to gain an Ability Upgrade, shade in the Upgrade slot marking its use and increase the rank of your Ability by 1.

When you increase an Ability upgrade 3 times and again at 6 times, you may choose to roll a ten-sided die to attempt to increase the Game Difficulty. If the roll is less than or equal to your Ability rank, increase the Game Difficulty by 1.



Vital upgrades

Vital upgrades work a little differently than Ability upgrades.

When you choose to discard cards from your hand in order to gain a Vital Upgrade, shade in the upgrade slot marking its use, then roll a ten-sided die the number of times you've upgraded that Vital and add the number of Fallen Cities to the result of each roll. Then, Raise that Vital by the result.

This die does not HEXplode, but a result of a hex is equal to 10!

> **Example:** If the Dead King has 3 Fallen Cities, and he has upgraded his Health once already, he is upgrading a second time by discarding 2 cards. He rolls the ten-sided die 2 times (the number of times he's upgraded), adding 3 (the number of Fallen Cities) to each total. He rolls a hex and 4. The resulting totals are 10+3 (13), 4+3 (7). The total result is 13+7 = 20. Finally, he increases his Health by 20.

Energy Upgrade Bonus: In addition to gaining extra Energy, whenever you gain an Energy upgrade, you also gain 1 roll on your Reward Table, which appears on the back of your Villain card.

Game Setup

There are a few changes to Game Setup when you're playing the One vs. All play style. See page 14 of the Core Rule book and note these changes:

- Before play, the heroes place one of the four map quadrants (pieces A-D). The Dead King places the next. The heroes place the third, and finally, the Dead King places the fourth.
- The player playing as the Dead King should take the following items and set them nearby: the Dead King's Villain card, a dry erase marker, three ten-sided dice (red, gray, and black), the Dead King's tokens (see page 32), and the Dead King card deck.
- Record your Ability and Vital ranks (see page 24), and then roll for your Augmentation and Initial Ritual (see page 31).
- Draw a number of cards from your deck based on the number of heroes in the game. Keep your hand of cards secret from the other heroes.

The player playing as the Dead King should have the items shown here at the start of the game.

Initial Augmentations

- Before the game begins, while the heroes are rolling their starting location and gathering their initial loot, you'll gain augmentations of your own.
- The Dead King rolls 1 ten-sided die for every 2 heroes in play (rounded up). Consult the following table for your augmentations:

# of Heroes	Initial Rolls
1-2	1
3-4	2
5-6	3

Initial Augmentations

HEX	Roll the six-sided die and consult the **Epic Augmentations** table to the right
2	+1 Might rank
3	+1 Supremacy rank
4	+1 Prowess rank
5	Begin the game with 5 Ritual Points
6	Raise 4 Health per hero
7	Raise 20 Energy
8	Begin the game with 1 extra Dead King card
9	Discard one open Circumstance before the game begins
10	You appear on the board during the Dead King phase of the first Game Turn

Epic Augmentations

1	**Pick One:** +3 Might, +3 Supremacy, or +3 Prowess rank
2	+2 Might rank
3	+2 Supremacy rank
4	+2 Prowess rank
5	Begin the game with 10 Ritual Points
HEX	Before the Dead King phase of the first Game Turn, choose any City and begin in play there

Initial Ritual

- Roll the six-sided die to determine your first Ritual.
- Locate this card in your deck and place it immediately on top of the first open Ritual Slot. Then, reshuffle your deck in order to prepare for the start of the game.

Roll Result	Initial Ritual
1	Luck of the Dead
2	Fields of the Fallen
3	Grave Return
4	Dampening Entropy
5	Necromantic Grasp
6	Necromantic Siphon

Draw Initial Cards

- Before the game begins, draw cards from the Dead King deck based on the number of heroes in the game.

# of Heroes	Initial Cards
1-2	3
3-4	4
5+	5

Appearance on the Board

- The Dead King appears on the board as outlined on page 33 of the Core Rule book. When the heroes reveal that the Dead King has appeared, you may choose your initial Fallen City.

The Dead King's Tokens

These tokens are only used in the Dead King One vs. All game.

These are your Minion Tokens.

Fallen City Token: These tokens are placed on Cities or Shrines that the Dead King has visited, which have now fallen to his power. These tokens appear in the Valley of the Dead King Core box.

Death March Token: These tokens are placed on Circumstance cards when you use your Supremacy Ability "Death March". There are 9 Death March tokens.

Legion Tokens: These tokens are placed on the game board to represent one of two revived Encounters when you use your Prowess Ability "Legion". There are 2 Legion tokens.

Treants: The Dead King may gain control of the "Treants!" Encounter. Gain this token when you complete the Supremacy Ambition on HEXtile H.

Alabast the Fallen: The Dead King may gain control of Alabast the Fallen. Gain this token when you complete the All Ambition on Quadrant D.

Emperor Klik: The Dead King may gain control of Goblin Emperor Klik. Gain this token when you unlock the Ritual named "Goblin Emperor Klik".

The Megapede: The Dead King may raise the Megapede, and may use it to attack the heroes. Gain this token when you complete the Prowess Ambition on Quadrant C.

Dead King Target: This token is used when you play the "Revenge of the Fallen" Dead King card. This token appears in the Valley of the Dead King Core Box.

The Dead King Phase

The Dead King Phase Overview

Roll your Abilities

- You'll gain Ritual Points (RP) if you succeed.

Draw a Card

- Keep your hand of cards secret from the heroes.

Move the Dead King

- Your Movement speed is 1 hex plus 1 hex per Fallen City.

Minion Resolutions

- Move any of your minion tokens (one at a time) and resolve any location events.

Make an Action

- Choose one of the following three actions to perform:
  1) Spend Ritual Points to play any number of your active Rituals.
  2) Spend Energy to use either Supremacy or Prowess (not both).
  3) Make no action and gain 1 Ritual Point (RP).

Discard any Cards

- Choose to discard any of your cards in order to gain 1 rank increase (only once per Game Turn).
- You may have a maximum hand size of 10 cards.

Next Game Turn

1 Roll your Abilities

- Roll all three Ability dice. If each roll result is less than or equal to your matching Ability rank, the roll is successful and is worth 1 Ritual Point.
- A roll of a hex is a result of 1 and is a Critical Success. A Critical Success always succeeds and is worth 3 Ritual Points.
- Starting at rank 12, and every rank thereafter, the Critical Success range increases by one (a hex or 2 at rank 12, a hex through 3 for rank 13, a hex through 4 for rank 14, etc).
- A roll of 10 always fails and is a Critical Failure.
- A failed roll is worth no Ritual Points.
- You'll roll your Abilities even if you haven't appeared on the game board.

Ritual Points (RP)

Add any of your accrued Ritual Points to your Ritual Point bar. Ritual Points are used to power your Rituals during your Action phase.

- Add and/or subtract your accumulated RP on your Ritual Bar.
- RP may only be gained during the Ability phase of your turn, unless otherwise stated.
- RP may never exceed 20.
- For more information on spending your RP to power Rituals, see page 41.

2 Draw a Card

- Draw 1 additional card from the Dead King deck and add it to your hand of cards.
- Your cards should be kept secret from the heroes, but you must reveal and read them out loud when you play them.
- You'll draw a card even if you haven't appeared on the game board.

3 Move the Dead King

- You may move on the Game Board the turn after you arrive in the Valley (see page 31).
- You move at a speed of 1 hex plus 1 hex per Fallen City per Game Turn and may move over any type of terrain.
- Boss locations are treated as normal hexes, the Bosses keep a great distance from you.
- A City or Shrine becomes a Fallen City when you spend 1 full Game Turn on the location.
- You may not initiate combat with the heroes until after all six Cities have Fallen.

Revealing the Map

Like the heroes, you may reveal new map tiles just as the heroes do. See page 16 of the Core Rule book.

Fallen Cities

Cities and Shrines that you end your Movement phase on fall to your power. Place a Fallen City token on the location to designate the change. Shrines are considered to be Fallen Cities once they fall to your power. Your Movement speed increases by 1 each time you add a Fallen City to the board.

Fallen City Token

Ruins

When you end your Movement phase on a Ruin, you deplete the location of power. Place a hex token on the location and gain 3 Ritual Points (see page 35). For more information on hex tokens, see page 22 of the Core Rule book.

Minion Tokens

Minion Tokens that may not complete Ambitions

4 Minion Resolutions

- You may gain Minion tokens throughout the game (see page 32).
- During this phase you may move each Minion at a speed of 3 hexes (unless otherwise stated). They may move across any terrain type, may reveal new HEXtiles, may be targeted by the heroes, and may initiate combat with the heroes.
- Most Minions may also be used to complete Ambitions (see page 44). The Megapede and the Minion created by the "Revenge of the Fallen" card may not complete Ambitions.
- There is no limit to the number of Minions in play at any time.

5 Make an Action

- You'll make an action even if you haven't appeared on the game board.
- Choose one of the following three options as your action for the turn:

1. **Spend Ritual Points to Play any Rituals:** You may choose to spend any number of RP to play any or all of your active Rituals. Ritual effects take place at different times based on how you use them. For more information on Rituals, see page 43.

2. **Spend Energy to use Supremacy or Prowess:** You may choose to spend Energy in order to perform either Supremacy or Prowess. You may only choose one or the other, not both.

3. **Gain 1 RP:** If you don't use your Abilities or spend RP on Rituals, you instead gain 1 RP.

6 Discard any Cards

- You may choose to discard any of your cards in this phase to increase one of your Villain Upgrade rings by 1 (see page 27). You may only increase one stat per turn through discarding.
- You may only have up to 10 cards in your hand at the end of your turn. If you still have more than 10 cards at the end of this phase, discard down until you have 10 cards.

The Dead King's Cards

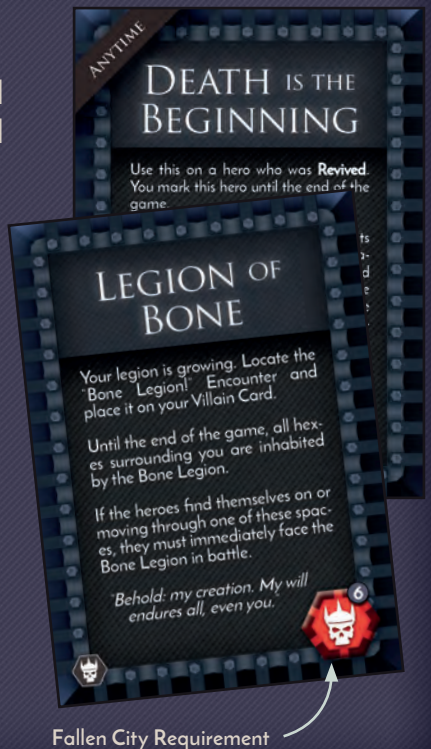
Anytime Cards

- Unless otherwise specified, Anytime cards may be played at any time during the Game Turn, and usually are played after certain triggers occur in the game.

Fallen City Cards

- Fallen City cards contain the Fallen City icon with a number inside it, in the lower right hand corner of the card.
- Unless otherwise specified, they may be played at any time during the Game Turn, so long as the number of Fallen Cities is equal to or greater than the card's requirement.

As the player acting as the Dead King, you should try to identify the key triggers that will allow the cards to take effect and look out for those moments. It is easy to get distracted with what the heroes are doing, so watch for those triggers!


ANYTIME
DEATH IS THE BEGINNING
Use this on a hero who was Revived. You mark this hero until the end of the game.
LEGION OF BONE
Your legion is growing. Locate the "Bone Legion!" Encounter and place it on your Villain Card.
Until the end of the game, all hexes surrounding you are inhabited by the Bone Legion.
If the heroes find themselves on or moving through one of these spaces, they must immediately face the Bone Legion in battle.
"Behold: my creation. My will endures all, even you.
6
Fallen City Requirement

Rituals

- Rituals are special cards that grant new abilities.
- Rituals are either **Prepared** or **Performed** (see page 42), by spending RP during the action phase.
- A Ritual card may only be played while on an active Ritual Slot. It may not be played from your hand of cards.

RP Cost
RITUAL
1
NECROMANTIC SIPHON
Prepare: You draw power directly from your legion. Whenever the heroes deal damage to another Undead opponent, you **Raise** Health equal to the amount of Health the opponent loses, to a maximum of 5 Health per combat round.
Perform (Combat): You may spend 1 RP to gain the above effect for 1 combat round, or may spend 1 RP to increase the maximum to 10 Health per combat round.

Ritual Slots

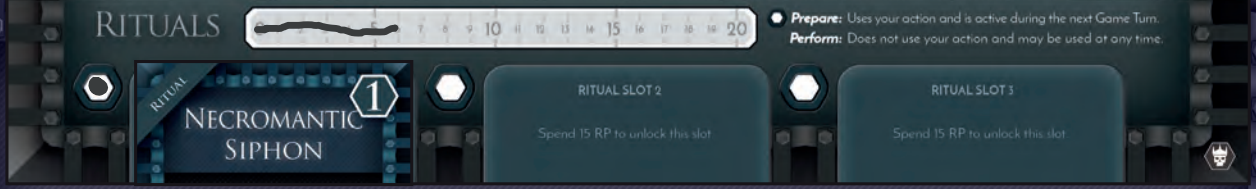
You begin the game with 1 active Ritual slot, and 1 Ritual card in play. At any point during the Dead King phase, you may spend 15 RP to activate another Ritual slot. When you activate a new Ritual slot, you must play a Ritual from your hand onto that slot. The Dead King may only ever have up to 3 Rituals in play at any time.

Replacing a Ritual Card

At any point during the Dead King phase, you may spend 10 RP to replace a Ritual card in an active Ritual slot with a new Ritual card from your hand. Ritual cards removed in this way are removed from the game.

Ritual Cost

You must spend RP to use your Rituals. The RP cost is located in the upper right corner of each Ritual.


Rituals
10
15
20
Prepare: Uses your action and is active during the next Game Turn.
Perform: Does not use your action and may be used at any time.
Ritual
1
Necromantic Siphon
Ritual Slot 2
Spend 15 RP to unlock this slot
Ritual Slot 3
Spend 15 RP to unlock this slot

Ritual
1
Necromantic Siphon
Prepare: You draw power directly from your legion. Whenever the heroes deal damage to another Undead opponent, you Raise Health equal to the amount of Health the opponent loses, to a maximum of 5 Health per combat round.
Perform (Combat): You may spend 1 RP to gain the above effect for 1 combat round, or may spend 1 RP to increase the maximum to 10 Health per combat round.

Perform / Prepare

Rituals are either Prepared or Performed.

Prepared Ritual costs are paid for the Game Turn before the effect occurs. Therefore you must spend an action readying a Prepare Ritual.

Rituals that may be Performed do not require time to set up, and thus take effect during the game phase as specified on the card. Some Rituals may contain both keywords, while others allow only one or the other.

Prepare: These effects are paid for during the Magi Phase and take effect the Game Turn following. Fill in your Prepare dot after you pay the RP cost. You'll erase the dot at the end of your next turn, unless you Prepare it again.

Perform (Game Phase): These effects are paid for at any point during the phase(s) in parenthesis, take effect immediately, and only affect that game phase.

Ritual Example

The Dead King has 6 RP and is playing the Necromantic Siphon Ritual by Preparing it during his Action phase. He marks the Prepare dot to show the Ritual has been activated.

This is his only Ritual, and thus he won't be playing any others as part of his action this turn. He pays 1 RP from his pool, reducing his RP to 5. For the duration of the next Game Turn, he will Raise up to 5 Health when the heroes damage another Undead opponent.

Next turn, the heroes take their action and do battle Goblin Emperor Klik. The Dead King decides to use the Ritual's Perform ability during the Resolution phase of the first round of combat to increase his Raise maximum. He pays 1 RP from his pool, reducing his RP to 4.

Ambitions

- Ambitions function like Quests, but unlike Quests, are kept hidden from the heroes.
- Ambition cards reveal a location on the map. Note that they have Ability dice icons across the top of each card.
- Move yourself or one of your Minions to an Ambition location to attempt to resolve it.
- The Megapede is the only Minion who cannot complete Ambitions.
- When you or a Minion arrives on an Ambition location, roll the corresponding die and compare it to the rank of that Ability. If the roll is successful, increase the associated Ability rank by 1.
- If the result is unsuccessful, you may attempt again in subsequent turns.
- Successful Ambition rolls do not provide the Dead King with RP.
- Once an Ambition is completed, the card is discarded. No other benefit is gained from discarding it.

Ambition Locations

Each Ambition designates a location you must travel to. Consult the graphic in the upper right corner of each Ambition card to find the location. If an Ambition location is not revealed on the map, you will have to search for it, by revealing new HEXtiles (see page 16 of the Core Rule book).

Ambition Type
Ambition Location
PROWESS
D
The mountains are cold, unforgiving, and perilous. To the unprepared, even more so. There is one, to the east, whose crags hide many lost travelers.

Ambition Types

There are several types of Ambition cards and they each relate to your Abilities:

Single Ability: These Ambitions are tied to one of your Abilities: Might, Supremacy, or Prowess.

Any Ability: Any type Ambitions are tied to a single Ability of your choice. Declare a single Ability when you attempt to complete an Any type Ambition. Once you assign an Ability to an Any type Ambition, you may not choose another. Only the Ability chosen to complete the Ambition will receive the rank increase.

All Abilities: You must roll (and succeed on) all Abilities when attempting to complete an All type Ambition. Successful Ability rolls achieved on one turn may be carried over into a new Game Turn. If this occurs, you only need to succeed on the rolls you failed. All Abilities receive a rank increase for this type of Ambition.

Ambitions across multiple turns

You may try failed Ambitions again next Game Turn. Each time you or your Minions attempt an Ambition they previously failed, you gain a -2 bonus to your Ability roll(s).

Energy Usage

Some Abilities and Ambitions require the expenditure of Energy to function. Reduce the Dead King's Energy by the specified amount when you attempt to complete the Ability, Ambition, or Challenge. If you do not have enough Energy to perform the desired action, you cannot do it.

Critical Success bonus

Some Ambitions also grant Critical Success bonuses. If you roll a Critical Success (see page 31) while attempting one of these Ambitions, you'll earn the bonus reward shown on the card. There are five types:

- **Raise:** 4 Health per hero.
- **Raise:** 5 Energy per hero.
- Gain 2 Ritual Points.
- Immediately draw another Dead King card.
- Roll once on your Reward Table.

Challenges

Some Ambitions offer an extra bonus for doing more than what is required to complete it. Challenges are written under the normal Ambition requirement. You may only attempt to complete a Challenge after you successfully complete the Ambition. You can wait to read a Challenge out loud to the heroes until you attempt to complete the Challenge.

You may choose to ignore the Challenge and gain the Ability rank increase. However, if you do attempt a Challenge, you may not claim the rank increase until after you've completed (or failed) it.

Afterlife

Some cards contain the **Afterlife (X)** keyword. The number in parenthesis behind this keyword is the number of cards required in the Circumstance discard pile to perform the effect. The Dead King may play an **Afterlife** effect only if there are enough cards in the Circumstance discard pile.

The End Battle

The End Battle

- The heroes may initiate the end battle with the Dead King at any time, as per normal rules (see page 18 of the Core Rule book).
- After all six Cities have been turned into Fallen Cities, the player controlling the Dead King may target and move into the heroes hex to initiate the end battle.
- The player controlling the Dead King rolls the action die each round to determine his action.
- Each round, you may spend 1 RP to adjust the final result of your action roll by 1 (this takes place after any heroes adjust it). You may not alter the result to take the same action two turns in a row, but you may take the same action two turns in a row if you roll it naturally.

Fleeing from Combat

Heroes who successfully Flee from battle with the Dead King are targeted by him, becoming both **Cursed** and **Diseased**.

The Dead King may not Flee from combat with the heroes.

Game Options

Valor Score

- A point of Valor is awarded when specific milestones are achieved while playing any HEXplore It game. Valor is not unique to the Valley of the Dead King Expansion.
- For more information on how Valor works, see page 66 of the Core Rule book.

Gaining Valor

Here are the additional ways you can earn Valor while playing the Valley of the Dead King Expansion. Mark the check box and adjust your Valor score on the bar below when you complete one of these objectives.

Defeat all 14 Valley of the Dead King Bosses ☐
(does not have to be in one game)

Core Game										Expansion			
1	2	3	4	5	6	7	8	9	10	4	5	6	7

Gain all 9 Legendary Cards ☐
(does not have to be in one game)

Allies					Items			
1	2	3	4	5	1	2	3	4

Defeat the Dead King in a One vs. All game, twice. ☐ ☐

Gold Collector: End the game with 1,000 or more Gold in your Fortress ☐

1 | 2 | 3 | 4

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